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The Circle Strikes
Radicals make a move



Ligonian Weapons
Deadly arsenal of ritual blades

Profile on Lieutenant Kyle
A crewman of many talents

O'Brien's Encounters
Brushes with alien injustice



Sisko's Office
Detailed plans and layout



The Q Continuum Civil War
Super beings battle for change

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THE OFFICIAL STAR TREK[®] FACT FILES



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The Guide to the STAR TREK Galaxy

FILE 17 CARD 4



CIVIL WAR IN THE Q CONTINUUM

The Q are virtually omnipotent, but their society has not changed for millennia. When some members of the Continuum feel that their race is stagnating, their rebellion leads to a civil war.

The Q are an extra-dimensional race whose development is so far beyond that of most life forms that their abilities and actions are often perceived as godlike. But like the various pantheons of deities from Earth's distant past, members of the **Q Continuum** are not above conflict. In 2373, these enigmatic, ineffable beings engage in an activity all too familiar to less-developed societies: they go to war against their own kind.

Origins of the conflict

These highly advanced beings are possessed of incredible power and virtually eternal life spans, but by the 24th century, some within Q society believe that the Continuum has reached a point of dangerous stagnation.

The origins of the Q

Continuum civil war are based on a philosophical dispute between the conservative, traditional Q Continuum forces, representing the status quo of Q society, and the **Q freedom faction**.

The conservative, tradition-bound members of the Q believe that an individual has an obligation to be responsible to the path his life will follow. The Q freedom faction, on the other hand, believe that as the Q evolved, they sacrificed many things, including mortality, a sense of purpose, a desire for change, and the capacity to grow.

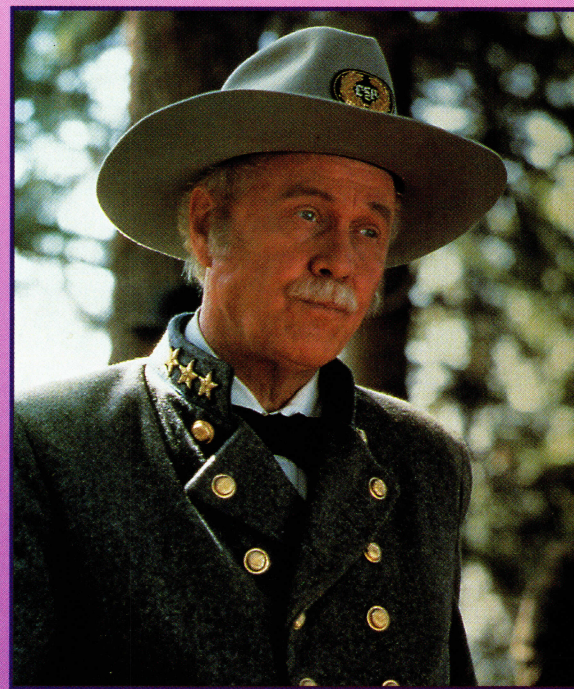
The Q freedom faction follows the teachings of **Quinn**. Quinn was once a renowned philosopher, but as the millennia passed, he began to find that the unchanging nature of the Continuum made immortality unbearably

boring. The Continuum objected to his desire to take his own life, but, in 2372, he engineered his death, expressing his belief in individual rights.

The Continuum soon learns that Quinn was not alone in his dissatisfaction; his suicide has a profound effect on Q society. His calls for freedom and individualism continue to echo in the ears of those who believed in his teachings, bringing chaos and upheaval to the Continuum. The forces of the status quo try to crush the rebels, but they fight back; the result is a struggle for cosmic supremacy that eventually flares into a fully-fledged civil war

Outside danger

As the Q Continuum exists on an extra-dimensional plane not normally accessible to



▲ *Inside the Q Continuum, the leader of the conservative faction appears to the Starfleet officers as a general in the Confederate Army, from the American Civil War of Earth's 19th century.*

mortal life forms, the exact mechanics of Q warfare and weaponry is unknown, but it is clear that they are capable of creating

devastation on a galactic scale. To lesser-developed observers, the conflict can most obviously be observed through its violent

CREATING AN UNDERSTANDING

Simple terms

When Captain Janeway and the other members of the **U.S.S. Voyager** crew enter the Q Continuum, they have no frame of reference by which to understand the physical structure of the environment. Once inside the Continuum, their observations take place on a purely symbolic level, and in the case of the civil war, the Starfleet officers perceive the conflict in the context of the American Civil War of Earth's mid-19th century. The Q weapons, capable of causing mass destruction on a cosmic scale, and of creating havoc throughout the Galaxy, are seen as antiquated Earth firearms such as pistols, cannons, and lead charges; the combatants are seen as soldiers of the opposing Confederate and Union armies.

▶ **Powerful Q weapons appear as rifles and pistols in the 19th century setting.**

▼ **When Captain Janeway enters the Continuum, she appears to be in a 19th century house.**



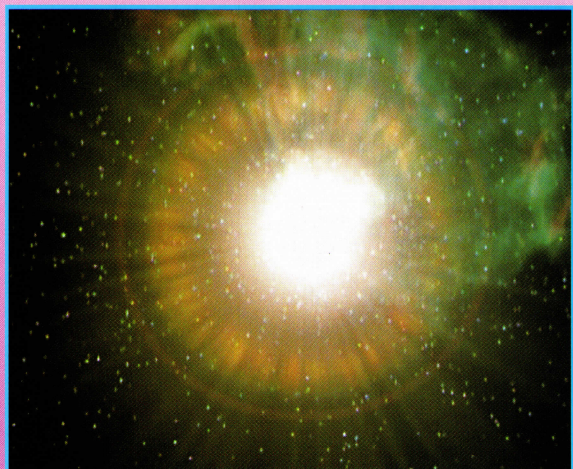
▲ **Q wants to mate with Captain Janeway and combine the omnipotence and infinite intellect of the Q with the best that humanity has to offer. He hopes that this infusion of new blood will lead to a new sensibility, and a new leader.**



▲ **The conservative Q are represented by the Confederate army, the rebels by the Union soldiers.**



▼ *The effects of the Q civil war are felt across the Galaxy. The damage manifests as supernovas, and causes spatial rifts that can be used to travel between our universe and the Q Continuum.*



effects on the material plane. As the war rages within the Q Continuum, the 'galactic crossfire' manifests as supernovas in the physical universe, caused by spatial disruptions within the Continuum. Each time a star implodes, a negative-density false vacuum is created that sucks surrounding matter into the Continuum. The war also causes severe damage to **subspace**.

Individual members of the Continuum are weakened by the ongoing war. Outside their home plane, their powers are subject to unexpected malfunction, and do not always perform at peak levels, as can be seen from the female Q who spends time on board the **U.S.S.**

Voyager NCC-74656. Other effects of the war on members of the Q include an inability to return to the Continuum, and the manifestation of physical injuries such as bruises and bleeding, both inside the Continuum and in the physical universe.

The conflict causes untold damage to the physical and Q planes, but the freedom faction hopes that out of the chaos will come a wonderful opportunity. War could become an engine of change, a way to transform Q society for the better.

It is a member of the Continuum, familiar to **Starfleet** from several well-known encounters, who conceives a way to end the war. This Q had recently reformed his reputation

among the Continuum following his punishment in 2366 for overly-individualistic behavior, but, after hearing the arguments of Quinn, he not only joins his cause but actually assists in his suicide. He has since "sounded the trumpet and carried the banner" of Quinn's teachings.

Making a new Q

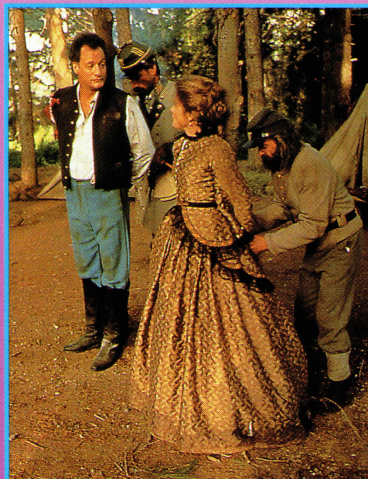
Q reasons that the only way to truly break the cycle of stagnation among his people is to create a new member of the Continuum. By procreating with a mortal, he hopes to produce a new type of Q, combining his omnipotence with the conscience and compassion of the human race, ushering in a glorious new era of peace within the Continuum. In response, those hoping to maintain the status quo are attempting to execute him.

Q attempts to seduce **Captain Kathryn Janeway** of *Voyager* to be the mother of his child, but his advances are spurned, even after he takes her inside the Continuum to experience the war first hand.

Instead, Janeway proposes that Q mate with a female Q. Copulation among members of the Continuum is

unprecedented and non-physical, but their union nonetheless produces a new member of the Q.

The child brings about an immediate change in Q's perception; he admits that from now on, he won't, "just go around creating temporal anomalies or subspace inversions without considering what kind of impact it will have on my son." The long-term consequences remain to be seen, but, for the moment,



▶ *The war weakens the Q. As a result, their powers are prone to malfunction and they are unable to return to the Continuum unassisted.*



GALAXY FACTS

◻ Normally, a star goes nova only once every 100 years in the Milky Way. During the Q civil war, they occur as frequently as once a day in the same sector.

◻ Q promises that if Captain Janeway has his child, he will return the **U.S.S. Voyager** to its home in the Alpha Quadrant.

it seems that the child's birth has brought about a peaceful resolution to the Q Continuum's civil war.

◻ *The faction that wants to see the status quo preserved is prepared to put their opponents to death in order to end the war quickly. When Captain Janeway tries to reason with their leader, she is also condemned to death by firing squad, for collaborating with the enemy.*

NEW BEGINNING

The Q and procreation

From what is said to the crew of the **U.S.S. Voyager**, it would seem that no new members of the Q Continuum have been born for as long as any of them can remember. Q says, "The Q didn't come into existence. The Q have always existed. I can only mate with a species capable of copulation ... like you."

However, when Captain Janeway suggests that he mate with a female Q instead, it appears that procreation between two members of the Continuum is indeed possible. The two Q touch fingers, producing a small sparkle; the act seems to give both of them feelings of extreme pleasure. Only minutes later, Q reappears on *Voyager* with the product of their union, a baby boy.

▼ *The Q procreate by touching their fingertips together. This seems to give both of them an experience similar to an orgasm.*



▶ *The union produces a baby almost immediately. Whether there is anything equivalent to a gestation and birth period is unknown.*



The Guide to the STAR TREK Galaxy

FILE 10 CARD 6A

THE CIRCLE



The Alliance for Global Unity, more commonly known as the Circle, is a Bajoran extremist organization. Its isolationist members object to any outside interference in their affairs, and that includes the Federation.

The Alliance for Global Unity is formed by a group of Bajoran isolationists who hold the opinion that all other species are inferior and should be expelled from their planet, including the United Federation of Planets. They are more commonly known as the Circle, and often use the slogan "Bajor for Bajorans."

The Circle's headquarters are located in the Perikian peninsula, a remote area of Bajor; the underground cave systems, once used by the resistance during the Cardassian occupation, provide the isolationists with a secure, secret base.

The Circle are first recognized early in 2370, during the political infighting that occurs following the loss of Kai Opaka; they are identified as a particularly militant faction. When their graffiti messages first appear around Bajor, they are little more than a nuisance.

Powerful support

The Circle's activities soon become a real security issue; fires and other acts of sabotage occur at an ever increasing pace. They even attack and beat a minister of the Bajoran provisional government.

Jaro Essa, a senior minister of the Bajoran

The Circle's leader is Jaro Essa, a member of the Bajoran Chamber of Ministers. One of his most powerful supporters is the ambitious and scheming Vedek Winn.

Provisional Government is the secret leader of the Circle; he believes that the infighting on Bajor has escalated to the point where it seems there are more weapons on the streets now than during the occupation, and that something must be done before Bajor is torn apart. He plans a coup that will overthrow the current government and install him as the new leader of Bajor.

Jaro sees the Bajorans as



powerless, evidenced by the fact that even the government is still referred to as 'provisional'. He proclaims that Bajorans

have long been doormats to the Cardassians, and now they are slaves to the Federation. He believes that as long as Bajor remains subordinate to any major power, Bajorans will continue to be hapless victims. The current situation cannot be allowed to continue.

Jaro is supported by the ambitious Vedek Winn; he promises that the day after he is sworn into office, he

EXTREME BELIEFS

Kidnapped

Before his involvement in the Circle is revealed, Jaro Essa gives Li Nalas the title of 'Navarch' and appoints him liaison officer to Deep Space Nine, replacing Major Kira Nerys. Kira goes to Bajor, intending to spend some time at Vedek Bareil's monastery, but she is abducted by members of the Circle while she is walking in the grounds. She wakes up in the Circle's headquarters, where Jaro asks her if Commander Sisko will support his attempt to overthrow the Provisional Government. Of course, Kira knows he won't, and her feelings are supported when Sisko and his colleagues beam into the caves to rescue her. The episode makes her even more determined to see that Jaro is brought down.

When Kira is rescued by her colleagues from DEEP SPACE NINE, she is battered and bruised but not badly hurt. They beam her to safety.

Circle supporters dressed as monks kidnap Kira from the grounds of a Bajoran monastery and take her to their secret headquarters.



The military supports the Circle, and attempts to take control of DEEP SPACE NINE, forcing the Federation personnel to withdraw.



will direct the **Vedek Assembly** to elect her **kai**. Together, they will rebuild Bajor.

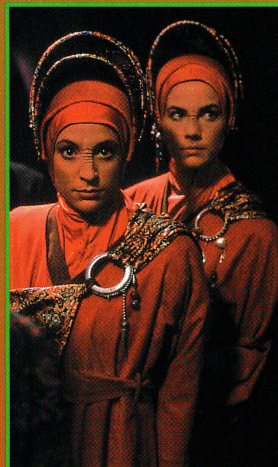
There are many people who agree with Jaro. Many members of the Circle fought bravely in the resistance against the Cardassians during the occupation, and now that they have freed Bajor, they find the new alliance with the Federation to be unacceptable; while **Starfleet** officers may not be as brutal as their Cardassian predecessors, the Circle finds any interference from external sources to be detrimental to the future of Bajor.

When the famous resistance fighter **Li Nalas** is liberated from the **Cardassia IV** labor camp, Jaro attempts to use him as a rallying point in the Circle's attempted coup, but Li chooses to side against the extremists.

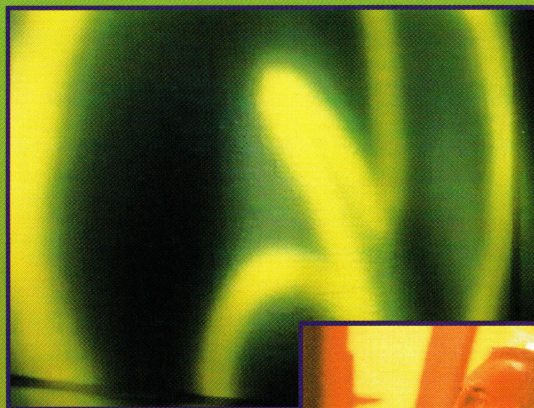
Weapons supply

In order to achieve his planned coup, Jaro buys weapons from the **Kressari**, a race of botanical DNA traders. These apparently innocent salesman secretly smuggle weapons to the Circle, weapons that will give Jaro the power needed to bring down the government. Unknown to Jaro, the weapons are being supplied to the Kressari by the Cardassians, who see the current situation on

▼ **Kira and Dax don Bajoran religious robes to get inside the Chamber of Ministers. Dax has been altered to look Bajoran.**



▼ **The Circle's activities include a graffiti campaign that reaches the Promenade of DEEP SPACE NINE.**

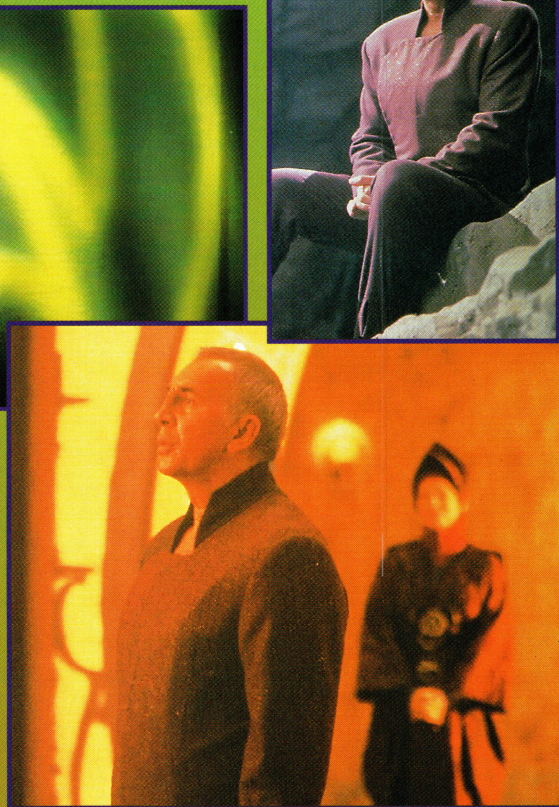


Bajor as an opportunity to destabilize the planet's government.

With the Bajoran military tentatively backing him, Jaro directs an assault on **Deep Space Nine**, led by **General Krim** and **Colonel Day**. He intends to retake the space station and return it to Bajoran hands as a symbol of Bajor's new freedom.

As the conflict is a Bajoran internal affair – in essence a civil war – the **Prime Directive** prevents Starfleet from interfering. **Commander Sisko** is ordered to evacuate **Deep Space Nine** of all non-Bajoran personnel. It

▶ **Jaro Essa wants to make Bajor strong again, but is doing more to damage the planet's future.**



appears the Circle's victory is imminent.

But when **Odo** discovers that the Kressari are actually operating as pawns of the Cardassians, Sisko decides he must remain on

Deep Space Nine and fight a guerrilla battle until proof of the deception can be delivered to the Bajoran government. He knows that once the Cardassian involvement is revealed,



▶ **Once Kira and Dax present the evidence that the weapons are supplied by the Cardassians, Jaro resigns in disgrace.**

▶ **Kira's Starfleet colleagues rescue her from the Circle, leaving Jaro in no doubt that Sisko wants nothing to do with his planned coup.**



The Guide to the STAR TREK Galaxy

FILE 10

CARD 6A



THE CIRCLE



GALAXY FACTS

▶ While Kira is at **Vedek Bareil's** monastery, she has an orb experience from the **Orb of Prophecy** and Change.

▶ The **Starfleet** personnel stall their withdrawal from **Deep Space Nine** by taking their time to pack. They then hide in the access tunnels while the Circle troops come aboard.

▶ **Li Nalas** is killed by a phaser blast, defending **Sisko** from **Day Kannu**.

▶ **Jaro promises Vedek Winn** that when he is leader, she will be the new **kai**. Together, they will rebuild Bajor.

the group will lose most of its supporters.

Sisko reveals the Cardassian involvement to **Colonel Day** aboard **Deep Space Nine**, but the officer assumes the information is lies, and does not pass it on to his superiors.

End of the coup

The Circle is finally defeated when **Jadzia Dax** and **Major Kira Nerys**, disguised as Bajoran clerics, deliver the evidence – a manifest **padd** from a Kressari vessel, thumb-printed by a Cardassian **Gul** – to the **Chamber of Ministers**. Jaro was unaware that his weapons were being supplied by the Cardassians; he is devastated by the knowledge and has no choice but to accept defeat.

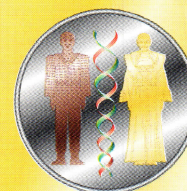
After these events, no more is heard of the Circle. It is assumed that the organization is disbanded; Jaro leaves the Bajoran capital and goes into seclusion.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 51



OTHER GROUPS
AND RACES

PLANET OF THE MOKRA ORDER

The Mokra Order is a powerful military force that instills fear in the populace of the Delta Quadrant planet it rules. Only the Alsaurian resistance movement dares to stand against it.

The Mokra Order is a strict military dictatorship that rules a planet in the Delta Quadrant. The inhabitants are distinguished from other humanoid races by an inverted, trident-shaped protrusion on the bridge of the nose. They are a technologically sophisticated race, but lack a transporter-type facility; their technological priorities are geared toward defense. Their planetary defenses are extremely sophisticated; an orbital sensor net that surrounds the entire planet is able to scan ships entering their space and can monitor everything a ship does. There is no obvious way to disable it. To supplement this, they

have at least 85 **phased ion cannons**, capable of hitting any trespassing ships in their orbit with incredible precision, targeting and disabling specific systems.

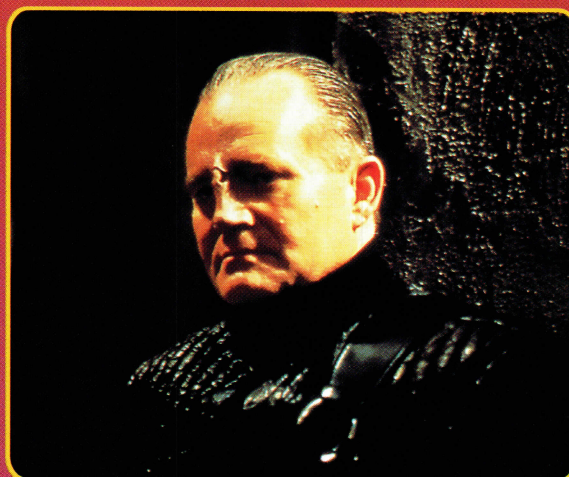
Bad reputation

The Mokra Order is widely known throughout the quadrant to be paranoid and hostile toward outsiders. They have very little use for diplomacy, and tend to fire first and ask questions later, if at all. They view aliens, and dissidents among their own kind, with great mistrust. Visiting space travelers must seek the Order's permission to conduct business with anyone on the planet's surface.

The Mokra Order is

organized as a strict hierarchy, in which higher ranking officials or officers are known as Magistrates. Mokra Order soldiers and officers carry small, black, directed energy hand weapons; a silver conical tip glows blue when the weapon is fired.

Members of the Mokra Order always appear in public clad head to toe in very distinctive, immaculate black uniforms. These intimidating outfits include contoured body armor and tiered protective helmets that cover their entire heads and faces. A broad, opaque visor allows the Mokra soldier to see out, but his features remain hidden, providing anonymity. Black gloves, a leather-like strapping that



▲ *The Mokra Order wear black leather uniforms that cover them completely from the neck down. Their imposing appearance helps to instill fear in the population and ensures that few dare to oppose their iron-fisted rule.*



▲ *Members of several different humanoid species can be seen on the Mokra Order's planet, including members of a race with smooth, hairless heads and a reptilian appearance.*

A WORLD OF HIS OWN

Lost loved ones

The Alsaurian resistance movement opposes the Mokra Order, but members frequently pay for their anti-government stance with their lives. When a resistance member named Caylem loses his wife and daughter to the Order, he maintains the fantasy that they are still alive and can be rescued. When he saves Captain Janeway from the Order, he takes her in, believing that she is his lost daughter.

▼ *Caylem still believes that his wife and daughter are alive. He writes them letters regularly, believing that they are merely in prison.*



Planet Mokra Order planet
Quadrant Delta **Class** M
Government The Mokra Order

Social structure

The planet has a strict military state managed by the intimidating Mokra Order. The Alsaurian resistance movement offers opposition.

Level of technology

The inhabitants have a high level of technological development, but much of this sophistication goes toward maintaining their intense security.

Intellectual development

The people are intellectually sophisticated, but the Mokra Order stifles freedom of political choice.

Starship Log

STAR TREK: VOYAGER 'Resistance'

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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 51



OTHER GROUPS
AND RACES

PLANET OF THE MOKRA ORDER

▼ **Torres and Tuvok visit the Mokra Order planet in an attempt to procure tellerium, a material needed for VOYAGER's warp core.**



crosses the chest and attaches to a metallic buckle on the upper chest near the left shoulder, and highly polished, midcalf boots complete the uniform.

The centerpiece of the Mokra Order's repressive regime is its prison, located

in the northeast of the primary city. The prison has force fields, metaphasic shields, various detection grids, and innumerable physical barriers. The Mokra employ an overwhelming number of guards at this facility, and pride themselves on the

fact that no one has ever escaped.

Within the prison, life is hard; the cells are spartan and rough. Intense physical torture is often used to extract information.

The Mokra Order inspires fear and loathing among the general populace. The people are clearly terrified by the appearance of their foot soldiers as they know that when the Mokra appear, harassment usually follows.

Living in fear

Challenging the Mokra Order's authority is seen by most to be a futile waste of time and energy. The Mokra have numerous informants throughout the general population, adding to already rampant public paranoia. Compounding the public's well-founded fear are the random searches of both person and property, conducted with no warning and with little or no provocation. The Mokra strive to encourage confrontation and try to provoke confession or cooperation at every turn. To this end, the use of intimidation and humiliation is a large part of their operating procedure. To the citizens of their world, no threat is greater than that of imprisonment.

There is absolutely no contact allowed by the Mokra between those citizens imprisoned and those who retain what little

freedom there is on the planet. The people are prevented from having any kind of communications equipment whatsoever. The main goals of the Mokra Order are to maintain the status quo by immediately quashing anyone, whether native or alien, who disagrees with their style of government.

Perhaps the saddest aspect of the Mokra Order's fascist regime is that the people over whom they rule are obviously capable of creating a much more benign society. The planet's architecture is impressive; the people are obviously skilled builders.

Out in the open

Many of the city's open spaces are marketplaces, where people meet to gather provisions such as fruit and vegetables; small shops can be found in the surrounding buildings. But even in such busy thoroughfares, the Order's presence is felt. There is an oppressive quiet, the people keep their eyes downcast and their voices low as they go about their daily business, and few stop to chat.

When Mokra Order soldiers patrol among them, the people clear a path for them immediately, as the soldiers may stop and question passers by. Despite the presence of the Order, provocatively dressed prostitutes stroll

GALAXY FACTS

▶ **The Mokra Order's world has ready supplies of tellerium, a valuable material that acts as an antimatter reaction-rate facilitator in the U.S.S. Voyager's warp core.**

▶ **Third Magistrate Augris offers to send Voyager a copy of the Mokra Order's contact protocols.**

along the sidewalks in full view and even flirt with the soldiers, suggesting that the Order are more tolerant of their behavior than they are of the dissidents.

Even with their extraordinary intimidation over the planet's inhabitants, the Mokra Order is opposed by one group of self-proclaimed freedom fighters known as the **Alsaurian resistance movement**. These idealistic men and women are committed to opposing the repressive and fascist government of the Mokra, even though they and their entire families face death if caught.

The **U.S.S. Voyager NCC-74656** encounters the Mokra Order in 2372, when an away team visits the planet in an attempt to procure **tellerium** for the warp engines. The Mokra Order captures **Tuvok** and **Torres**, but they are rescued by **Captain Janeway**, with help from the Alsaurian resistance movement. The **Voyager** then leaves the planet as quickly as possible.

INCARCERATION

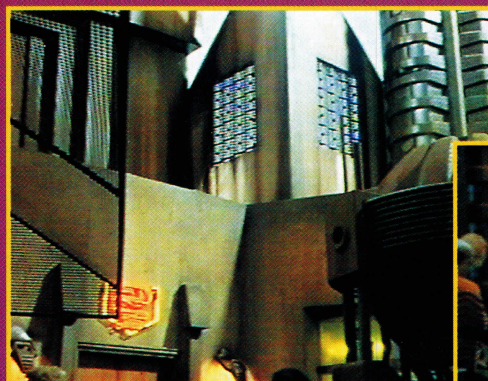
Intruders jailed

B'Elanna Torres and Tuvok are detained by the Mokra Order in a small room with only minimal light. When Tuvok is taken away to be tortured, Torres can hear his screams; she had always thought that Vulcans could somehow mask their pain, but the Order's torture is too intense. Tuvok is pushed to the breaking point, but he holds out, telling B'Elanna that physical resistance is futile; the best way they can fight back is to withhold information from the Order.



▶ **Torres and Tuvok are held in a cell courtesy of the Mokra Order. Tuvok has been tortured for information on the resistance.**

▼ **After the Mokra Order interrogate Tuvok, he tells Torres that physical pain can be resisted by Vulcans to a certain level; beyond that the experience must be endured.**



▶ **The architecture on the Mokra Order planet has an austere look. The buildings appear to be made from a concrete-like substance.**

▼ **The planet has open air markets where the public mingle. People are free to wander the streets, but members of the Order are always near and may stop them for no reason.**





SEE OTHER FILES...

THE UNITED FEDERATION OF PLANETS.....	File 7
OTHER GROUPS AND RACES.....	File 18
U.S.S. ENTERPRISE NCC-1701-D.....	File 25
STAR TREK: THE NEXT GENERATION.....	File 69

The Sheliak Ship

The exterior appearance of the *Sheliak ship* is conventional and unremarkable, but the mystifying interior reflects the enigmatic nature of this mysterious race.

The *Sheliak ship* is a personnel transport vessel belonging to the **Sheliak Corporate**, a race – or ‘membership’, as they refer to themselves – from the **Shelia star system**. Information about the Sheliak and their technology is sparse, as they avoid contact with other races, but details on one particular ship is available from its encounter with the **U.S.S. Enterprise NCC-1701-D** early in 2366; this is the first meeting between the Sheliak and the **United Federation of Planets** for 111 years.

The *Sheliak ship* is approximately the same size as the Federation vessel. It has an ink-blue, utilitarian appearance, reflecting the race's reverence for functionality and abhorrence of the extraneous. The exterior carries no identifying marks, perhaps a reflection on the Sheliak's arrogant nature; they see no point in announcing themselves to strangers.

Multi-leveled hull

The forward half of the *Sheliak ship* is built on three receding levels; the bottom half has two pontoon-like projections extending from the middle level all the way out in front of and beyond the other levels, while the middle level is the widest, giving the vessel its hammerhead shark-like configuration. This section is capped with a raised, lit dome, similar to the structures found at the top of most **Federation** ships. The third forward level has no distinguishing characteristics except for another lit dome built on top.

Directly behind these three levels is the ship's propulsion system, appearing as a series of massive conduits and tubes encircled by a metallic belt. Since the *Sheliak ship* is a

personnel carrier, used to move colonists, it must have the warp speed capability needed to journey the vast distances from its own star system to the planets marked for colonization.

The ship's weapons system is at least roughly comparable to that of the *Enterprise*, and is possibly more advanced. The Sheliak can easily attack another starship or bombard a planet from orbit.

Transporter capabilities

The **transporter** system provides almost instantaneous beaming, with only the briefest moment of ‘sparkle’ when the travelers are reassembled. The technology does not appear to necessitate a visit to a transporter room; it is capable of site-to-site transfer.

The *Sheliak ship*'s sensors are definitely more sophisticated than those of **Starfleet**. For example, hyperonic radiation confounds Federation technology by disrupting sensors, knocking out the transporters, and randomizing phaser beams. However, a *Sheliak ship*, still some distance from the same planet, can produce detailed scans.

As for life support systems aboard the vessel, the Sheliak share similar environmental needs to humans. The interior of their ship is set to human-compatible temperature, air, and gravity settings.

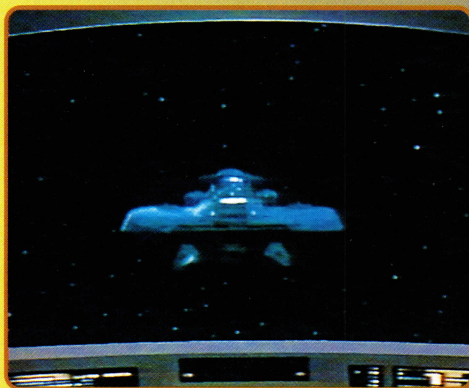
Despite the conventionality of the vessel's exterior, the Sheliak bridge does not contain a single familiar landmark. The ship's ‘director’, or captain, is stationed in the center of the bridge, but no recognizable instrumentation or additional personnel share the area with him. The bridge is a large, dark, generally empty room, with glowing cylindrical lights.



▲ The **SHELIAC SHIP** has a dark exterior that makes it difficult to distinguish from the surrounding starscape. Lights shine through a few windows on the outer hull.



▲ Lighting on the bridge is minimal. When the director appears on the viewscreen of the **U.S.S. ENTERPRISE NCC-1701-D**, he is partly obscured by shadow.



▲ The widest section of the **SHELIAC SHIP** is at the front, where the vessel has a shape similar to a hammerhead shark of Earth. The ship carries no identifying logos.



▲ When Captain Jean-Luc Picard and Counselor Deanna Troi transport over to the bridge of the **SHELIAC SHIP**, they find themselves in a vast room, surrounded by tubular lights.

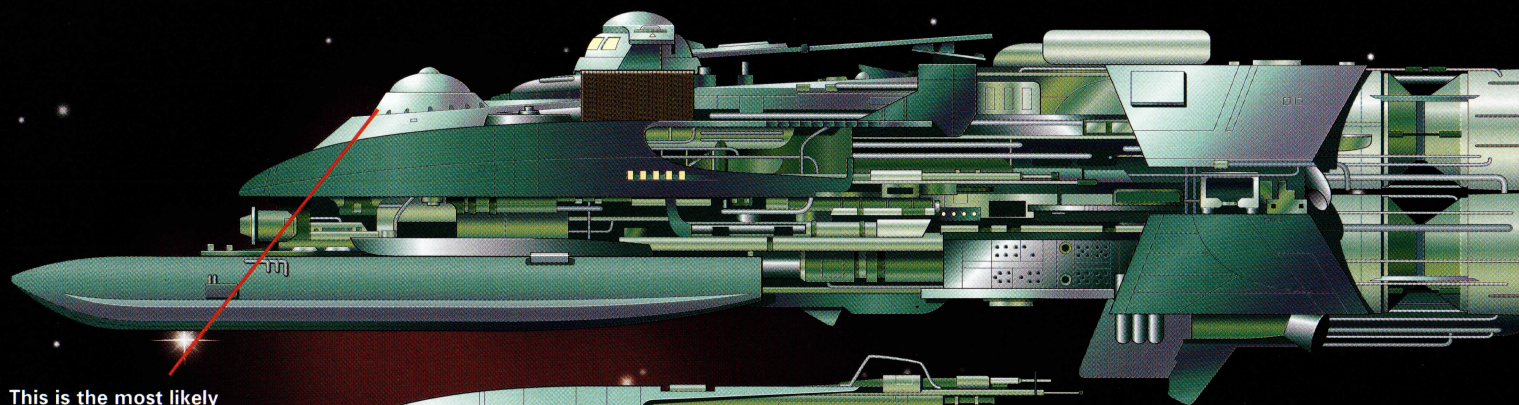


▲ The dominant aspect of the bridge is an array of luminous, transparent tubes and cylinders. They are installed, like high-tech chandeliers, in clusters above, below, and around bridge.



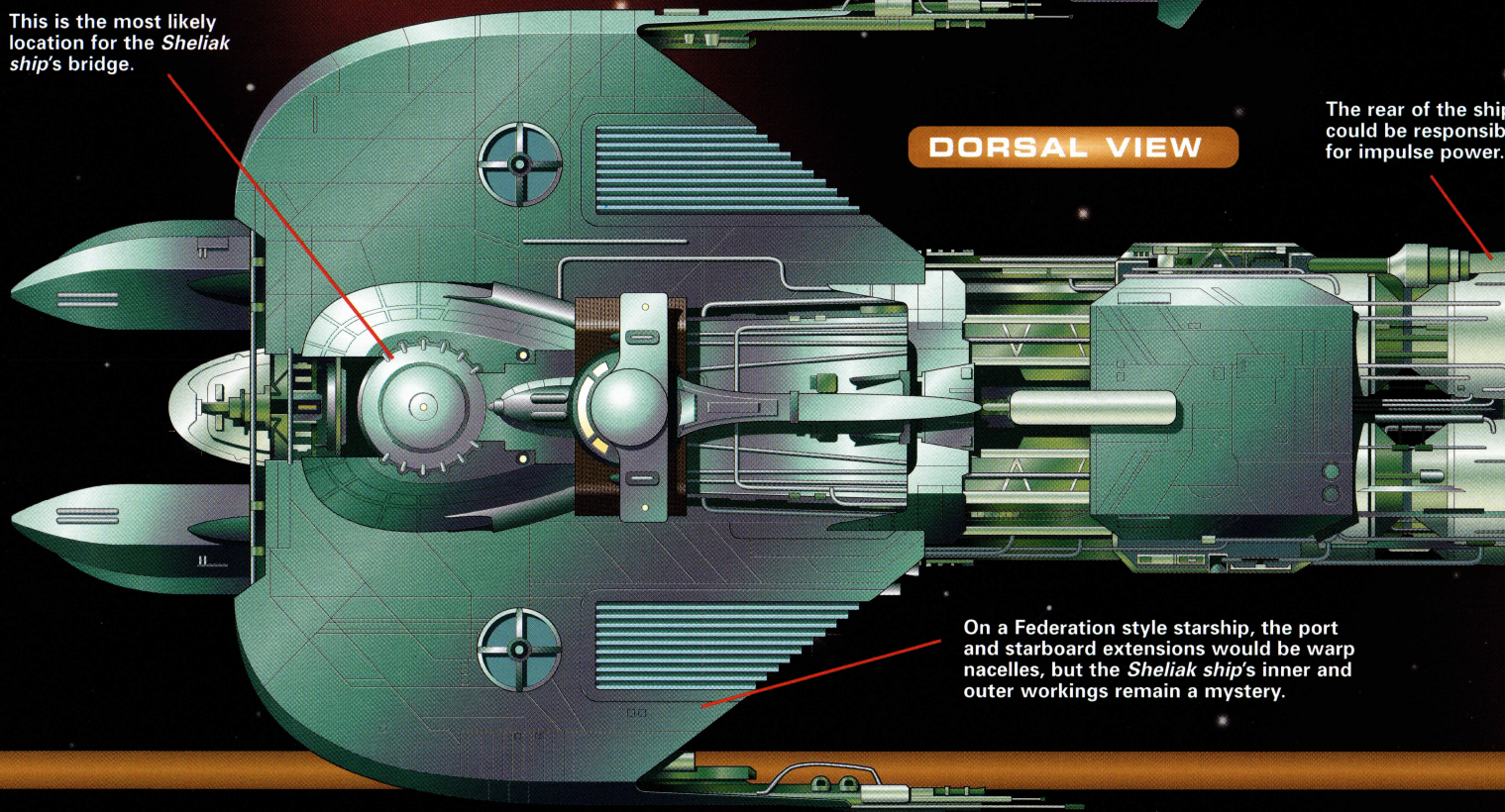
The Sheliak Ship

STARBOARD VIEW



This is the most likely location for the *Sheliak* ship's bridge.

DORSAL VIEW



The rear of the ship could be responsible for impulse power.

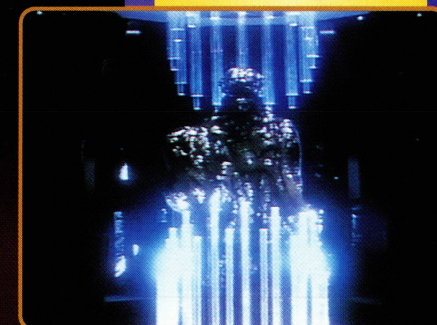
On a Federation style starship, the port and starboard extensions would be warp nacelles, but the *Sheliak* ship's inner and outer workings remain a mystery.

SHELIAK SHIP

First recorded: 2366

Type: Personnel carrier

Remarks: The *Sheliak* ship's destructive capabilities are never seen, but their threats are enough to force the evacuation of colonists on Tau Cygna V, a planet ceded to the Sheliak Corporate.



▲ The commander of the **SHELIAK SHIP** is called the director, and appears to be the only crew member stationed on the bridge. The full crew complement is unknown.

Miles O'Brien's Alien Encounters

Many of Chief Miles O'Brien's alien encounters have been harrowing and painful. He has been possessed and manipulated, and has suffered wrongful arrest and prosecution on two separate occasions.

Chief Miles O'Brien has suffered some extremely harrowing run-ins with alien races during his **Starfleet** career. He seems to almost make a habit of falling foul of alien justice; he has been possessed by an alien criminal, and has been cloned by a race hoping to use him to carry out an assassination. Most unfortunate, however, is his dubious distinction of being arrested and prosecuted on two separate occasions for crimes he did not commit.

O'Brien's first such encounter takes place in 2368, when he is one of three crew members aboard the **U.S.S. Enterprise NCC-1701-D** to have their bodies taken over by noncorporeal

Ux-Mal criminals. O'Brien is used to hold *Enterprise* personnel hostage in **Ten-Forward** before **Captain Picard** is able to negotiate with the criminals and the crew are released from their possession.

Duplicated

O'Brien's body is used again in 2370, this time by the **Paradan** government, who create an exact duplicate of the Starfleet chief that they intend to use to disrupt the upcoming peace talks. The duplicate is unaware that he is not the real Miles O'Brien, but suspects that something is wrong when his colleagues, who have been made aware of the switch by Paradan rebels, begin to treat him oddly. The duplicate is killed,

PROFILE ON HARD LUCK

NAME: Miles Edward O'Brien.

YEAR: 2368

EVENT: Body possessed by the Ux-Mal.

YEAR: 2370

EVENT: Duplicated by the Paradans.

YEAR: 2370

EVENT: Framed by the Cardassians.

YEAR: 2372

EVENT: 'Imprisoned' by the Argrathi.

YEAR: 2373

EVENT: Manipulated by a Pah-wraith that has possessed Heiko's body.



▲ *Of the many unfortunate experiences Miles O'Brien has suffered, perhaps the worst has been the prison term he serves for allegedly spying on the Argrathi homeworld. Though the memories are implanted, the experiences seem all too real, and take a lot of getting over.*

UNLUCKY BREAKS

★ Taken over

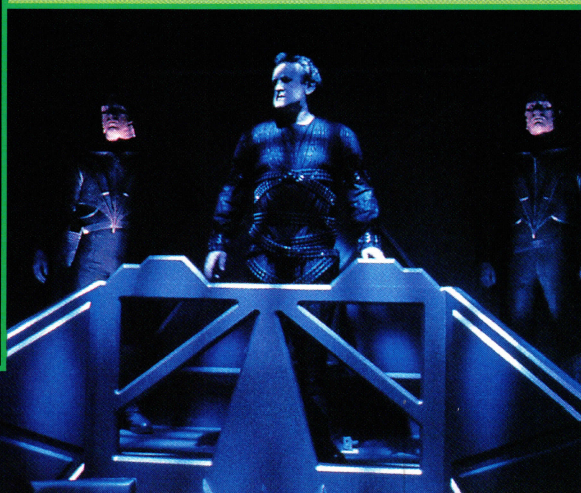
Alien justice first affects O'Brien in 2368, when an Ux-Mal prison inmate escapes from a moon of Mab-Bu VI and commandeers his body.

★ On trial

O'Brien is scheduled to be executed by the Cardassians, but his sentence is reversed when a plot to frame him is revealed.

★ Double

The Paradans create a duplicate Chief O'Brien, hoping to send it to disrupt the upcoming peace talks. Even though the duplicate is unaware of its true nature, it carries enough of O'Brien's innate decency to prevent it from carrying out its sinister task.



before he is able to complete his mission, while trying to learn the truth; O'Brien's determination to see justice carried out comes through even in his double.

O'Brien is again used by an alien intelligence in 2373. On this occasion, it is his wife who is possessed; her body is taken over by a **Pah-wraith**, an energy life

form that was banished from its home in the **Bajoran** wormhole centuries ago. The Pah-wraith threatens to hurt **Keiko** and **Molly O'Brien** unless Miles carries out modifications to the station that, unknown to the Chief, will result in the death of



★ Unfair conviction

The Argrathi convict O'Brien of espionage, and sentence him to live out a 20-year virtual sentence.

Miles O'Brien's Alien Encounters



★ **Added guilt**
O'Brien 'remembers' murdering his cellmate, Ee'char, over some scraps of food.



"I wish I could tell you who 'they' are. That's part of the puzzle I haven't figured out ... None of this whole damn thing makes any sense."

— Miles O'Brien's duplicate

★ Cellmates

O'Brien's experience of 20 years in an Argrathi prison are as real as if he had actually served them.

the wormhole aliens. Luckily, Rom, whose help O'Brien has enlisted, realizes what the alien is attempting to do and the situation is resolved without Keiko or the Prophets being seriously hurt.

Unfair accusations

As well as being used by aliens, O'Brien has twice fallen foul of alien justice systems, accused of crimes he didn't commit. On the first occasion, he is arrested by Cardassian security while he and his wife Keiko enjoy a vacation.

O'Brien demands his rights as a citizen of the **United Federation of Planets**, but is only assured of his rights under the **Cardassian Articles of Jurisprudence**. He is taken to the **Central Prison on Cardassia Prime** and, once incarcerated, his brutal treatment



★ **Difficult recovery**
O'Brien, plagued by guilt and hallucinations after he is released, considers suicide.

includes being beaten, stripped of his clothing, and having one of his first molar teeth removed for identification purposes.

Only once the trial begins is it revealed that O'Brien has been found guilty of aiding and abetting seditious acts against the state.

The crime carries a death sentence.

Looking into the matter, the senior staff of **Deep Space Nine** discover that the warheads were in fact stolen by a cosmetically altered Cardassian. Unfortunately for O'Brien, under Cardassian law, no new evidence is allowed to be presented once the trial has begun, and none of O'Brien's crewmates are permitted to testify.

Framed by the Cardassians

What eventually becomes clear is that O'Brien has been targeted by the **Cardassian High Command** due to his war experiences and his known hatred of the Cardassians. In fact, the prosecutor for the Cardassian people quotes O'Brien as having said on more than one occasion that "the bloody Cardies can't be trusted ...". The trial is never about O'Brien, it is designed from the very outset to discredit the Federation, and to 'reveal' that the **Maquis** have an official Federation sanction.

It is only after **Captain Sisko** arrives on **Cardassia Prime** with irrefutable proof that O'Brien has

been framed that the verdict is set aside and O'Brien is released, allegedly in the spirit of Cardassian/Federation relations.

O'Brien is in trouble once again when he and **Major Kira** visit the planet **Argratha**. After O'Brien becomes curious about **Argrathi** technology and asks questions, he is arrested by Argrathi security and charged with espionage.

Argrathi justice is swift and O'Brien immediately undergoes 'correction.' He is run through a compressed time simulation of the prison experience; in his mind, he lives out a 20-year sentence.

It takes the Chief a long time to recover from this horrific experience. Soon after he returns to **Deep Space Nine**, he is declared unfit for duty, due to his aggressive and unstable behavior and recurring hallucinations, fueled by guilt, of his 'cellmate' **Ee'char**, whom he killed during his captivity. O'Brien goes so far as to even contemplate committing suicide. Fortunately, **Dr. Bashir** is able to convince him that, with counseling, he should be able to put his experiences behind him and make a full recovery.

LOOKING OUT FOR OTHERS

Unfair play

Not all O'Brien's experiences of alien injustice have seen him on the receiving end, and when others find themselves in unfortunate situations the Chief is often willing to help. When **Tosk**, a creature whose race is bred purely to be the prey of a race of hunters, arrives on **Deep Space Nine**, O'Brien befriends him and tries to offer him sanctuary aboard the station. However, to offer help before **Tosk** has asked for it would be breaking the **Prime Directive**, and as **Tosk** does not see his predicament as unfair, there is nothing O'Brien can do to help.

★ Hunters and hunted

O'Brien sees **Tosk's** existence, constantly on the run from the hunters, as extremely unfair. But the Federation's **Prime Directive** stops him from interfering in the situation.



★ **Cardassian injustice**
On Cardassia, anyone brought to trial has already been declared guilty. Prisoners are treated badly, subjected to torture, and given no chance to defend themselves.



FILE 48 KLINGON PERSONNEL

Ch'Pok

SEE OTHER FILES...

THE KLINGON EMPIRE.....File 11

STAR TREK:

DEEP SPACE NINE.....File 70

The Klingons usually prefer to use violence rather than legal proceedings to settle disputes, but they have a legal system nonetheless. Advocate Ch'Pok chooses a courtroom for his battlefield and words for his weapon, but he is still a warrior.

The Klingon race does not usually solve its problems by debating issues; Klingon warriors prefer to take up **bat'leths** and fight, often glorifying their victories with song. They take pride in relating gory tales of battle, and can be just as skilled in the art of verbal sparring.

One Klingon in particular seems to be a good example of how a quick mind and a sharp tongue can be a dangerous weapon. **Ch'Pok** is an Advocate for the **Klingon Empire**; his job is to extradite Klingon criminals to face trial on their homeworld, and he also defends Klingons who stand accused. He once said that he doesn't care who he defends; what

matters to him is the thrill of the fight.

Though Ch'Pok has the classical facial features of a Klingon, he is somewhat shorter in stature than the average warrior; this may explain his desire to master the courtroom instead of the battlefield. But though short, Ch'Pok is stocky and no doubt muscular. He is more than capable of defending himself.

Instead of the traditional garb of a Klingon warrior, Ch'Pok wears a tight, monochromatic suit that is austere and unassuming.

Down to business

The first time the **Federation** has contact with Advocate Ch'Pok is in 2372, when he attends a hearing on **Deep Space Nine** with the intent of extraditing **Lt. Commander**

PROFILE ON AN ADVOCATE

NAME: Ch'pok

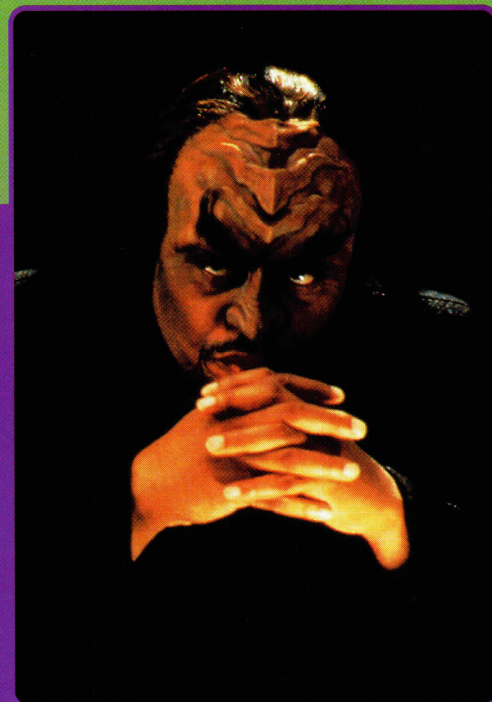
LIFE FORM: Klingon male

POSITION: Legal advocate for the Klingon Empire, specifically to extradite Klingons to the homeworld.

YEAR: 2372

CASE: Ch'pok is the advocate at the extradition hearing of Klingon Starfleet officer Lt. Commander Worf, who is accused of illegally firing on a Klingon transport vessel, killing its passengers.

FIRST SEEN: 'Rules of Engagement' [DS9]



▲ *Ch'pok is not a traditional warrior; he chooses instead to use the courtroom as his battlefield. He may not be quite as imposing as most Klingons, but he can fight better with words than most can with a bat'leth.*

Worf on charges of murder. Everything on record about Ch'Pok is taken from this encounter.

Ch'Pok finds the Federation's system of justice interesting, particularly points such as

ACCUSED

★ Face to face

Ch'Pok arrives on **DEEP SPACE NINE** on Stardate 49665 to extradite **Worf** on charges of murdering Klingon civilians.

the burden of proof resting with the accuser, not the defendant, and that the system tends to emphasize procedure over substance, form over fact.

In typical Klingon style, he views the proceedings with Worf as a fight. When it is pointed out to him that the hearing is a search for

the truth, Ch'Pok cleverly turns this perception to his advantage, claiming a search for the truth requires learning what was in Worf's heart at the moment when he gave the order to fire on an unarmed transport of Klingon civilians. Ch'Pok reasons that if Worf is a Klingon, lost in the

★ Opposing warriors

Worf and **Ch'Pok** are two different types of warriors, but each loves a good fight. Ch'Pok fights his battles in the courtroom using his mind, but Worf's are more physical, often using holosuite reenactments.



★ Business dress

Unlike most Klingons, **Ch'Pok's** attire is more like a business suit than battle armor. His hair is long, but is swept back and tied neatly. He looks far more like a legal advocate than a soldier, although he is quick to point out that he sees his job as a battle – one that he intends to win.



Ch'Pok

★ **Taking the stand**
Worf takes the stand to defend himself, answering Ch'Pok's probing queries.



★ **Nothing to hide**
Worf has a clear conscience about allowing Ch'Pok to reveal the contents of his personal database; it will reveal no guilt.

bloodlust of combat, then only Klingons can judge him, not **Starfleet**.

Ch'Pok's Klingon nature is as evident in the courtroom as it would be on a battlefield. He storms around, bullying witnesses and raising his voice. He may bow to the rules of the proceedings, but only so long as it suits his purpose. If it furthers his case to badger the defendant

beyond the limits of Federation protocol, Ch'Pok doesn't hesitate.

Ch'Pok hopes to prove that Worf's Klingon nature, his thirst for battle, was aroused, and that this is responsible for the destruction of a civilian transport. To this end, Ch'Pok insults Worf at every turn, hoping to rile him. He unofficially obtains Worf's private database, and then taunts him into



letting him use the evidence by asking if Worf has something to hide. Worf, of course, cannot let this go unchallenged, and agrees to the submission of his personal files.

With **Jadzia Dax** in the witness chair, Ch'Pok argues that Worf's favorite holosuite program, **'The Battle of Tong Vey'** stirs his bloodlust. He adds that Worf used the program the

day before the fatal mission began. He calls Worf a killer, a predator among sheep, and even goes so far as to remind Worf that he is an outcast among Klingons, that the **House of Mogh** was brought down, his brother ejected from the High Council, his lands seized, and that his son, **Alexander**, must bear the stigma of it all.

When these reminders fail to get a suitable reaction from Worf, Ch'Pok goes in for the kill. He claims that if Worf is a true Klingon, he fired on the transport out of bloodlust and must be tried on the homeworld; if he didn't react out of bloodlust, then he isn't a true Klingon. This hits at the heart of Worf's identity; he can't win. Ch'Pok corners Worf, leaving him no way out but to fight.

Throwing insults

Ch'Pok accuses Worf of living with humans because he is afraid to live with Klingons. Worf rises to the bait and attacks Ch'Pok who, tactically, raises not a finger to defend himself. Worf's attack proves Ch'Pok's point that the Starfleet officer would attack even an unarmed man, especially if he had a point to prove.

Ch'Pok's aggressive tactics aren't restricted to the courtroom, however.



★ **Convincing**
During the hearing, Ch'Pok puts forth convincing arguments to Worf's guilt. He uses several key witnesses effectively.

★ **Tough**
Ch'Pok may smile easily, but behind it lies a ferocious nature; he will pursue a case to the best of his abilities and to the bitter end.



"We Klingons are not concerned with matters of fact and circumstance. What matters to us is what was in Worf's heart when he gave that order to fire ..."

— Ch'Pok

He tries to get **Captain Benjamin Sisko**, acting on Worf's defense, to concede and adds that if Worf is returned to **Qo'noS**, Ch'Pok will defend Worf himself. The Klingon advocate admits that he makes this offer in the hopes that the Federation will stop protecting the **Cardassian** convoys. Several times, he reveals that the **Klingon High Council** might have ulterior motives in their case against Worf, but it is clear that he never doubts the justice of his actions.

Others questioned

Ch'Pok puts Worf's colleagues and friends on the stand, including **Jadzia Dax**, **Miles O'Brien**, and **Captain Sisko**. He questions **Quark** to uncover Worf's feelings about a possible run-in with Klingons. To Ch'Pok, nothing is sacred or private in the courtroom. His job is to extradite Worf by any means necessary.

Throughout the proceedings, it is clear that Ch'Pok revels in this intellectual battle. To him,

matching wits is as exhilarating as crossing bat'leths. When it is discovered that the Klingon transport ship full of civilians was a ruse to trick the Federation and prevent their continuing protection of Cardassian convoys, it is impossible to determine if Ch'Pok was part of the ploy or not. When confronted, he candidly admits the evidence proves Worf did not fire on the civilian transport.

From the intense emotion and considerable energy he puts into Worf's hearing, it appears that Ch'Pok is appalled by what he believes to be Worf's actions and genuinely is upset at the loss of hundreds of Klingon civilians. On the other hand, Ch'Pok's earnest emotions may be nothing more than superb posturing, merely a display for the sake of the hearing. The reality for Worf is that if the evidence against him had not come to light, the judgment could have gone in Ch'Pok's favor, a strong testament to the advocate's courtroom skills.

DEMANDING JUSTICE

History of extradition

In the 23rd century, **James T. Kirk** constantly found himself on the wrong side of Klingons. Although Kirk was entirely justified, the Klingons once felt he was responsible for stealing a **Bird-of-Prey** and killing its crew. In 2293, it was believed that Kirk was responsible for the assassination of **Chancellor Gorkon**. Kirk was guilty of neither crime, but his reputation as an enemy of the Klingon Empire was sealed. They wanted blood, and Kirk's extradition was requested. It was not until later, when Kirk and his crew's heroic actions saved a peace conference at **Khitomer**, that he was redeemed.



★ **Kirk on trial**
Worf is not the first Starfleet officer to face an extradition request to the Klingon homeworld. In 2286, **James T. Kirk** was required by the Klingon Ambassador to face crimes of terrorism.

Lieutenant Kyle

Lieutenant Kyle can best be described as a jack-of-all-trades. He has served at many different positions aboard the *U.S.S. Enterprise*, including on the bridge and in Engineering, but is most often seen operating the transporter.

Lieutenant Kyle plays a key role in the operations of the *U.S.S. Enterprise NCC-1701*. His chief duty is as transporter operator and technician, but his training and experience means he can move into other positions when required. In certain circumstances, Mr. Kyle is assigned duty on the bridge as helmsman. Throughout his posting aboard the *Enterprise*, he holds the rank of lieutenant.

Physically, the good-looking Mr. Kyle is a tall, slim man with a chiseled visage; his sleepy blue eyes are complemented by his wavy blond hair. Kyle speaks with a London accent.

It appears that Kyle is blessed with a hardy constitution, as proven during an encounter with a giant, spacefaring single-celled creature in 2268. The field generated by this

single-celled creature is unfriendly to humanoid body processes, but Kyle seems to stand up well to its effects.

Chief Engineer Montgomery Scott once said, "A transporter can be a pretty cranky piece of machinery." No one knows this better than Mr. Kyle; as transporter chief, he is responsible for keeping this "cranky piece of machinery" working.

Role of transporter chief

Due to the highly technical nature of transporting, anything less than perfection could lead to loss of life. Mr. Kyle must therefore spend a lot of his time in the transporter room, adjusting settings and carrying out essential maintenance.

Despite his training, Mr. Kyle does not know everything there is to know about the transporter; the highest level of working knowledge remains with

Mr. Scott. When the transporter will not work during an attempt to beam **Captain Kirk** over from the *U.S.S. Constellation*, Kyle knows that there is a power drain somewhere in the system, but it remains

for Mr. Scott to quickly pinpoint the problem in the main junction circuitry.

On the bridge, Mr. Kyle may occasionally be called upon to use **Mr. Spock's** library computer station. Given the level of trust

necessary to use the first officer's console, it appears that Mr. Kyle has a strong working knowledge of computers and sciences. This is best exemplified when Chief Engineer Scott requests that Kyle use the

PROFILE ON LT. KYLE

NAME: Kyle

LIFE FORM: Human male

RANK AND POSTINGS: Lieutenant aboard the *U.S.S. Enterprise NCC-1701*. Later promoted to commander, serving as communications officer aboard the *U.S.S. Reliant*.

STATUS: During his posting aboard the *U.S.S. Reliant*, Kyle and his fellow crew members are temporarily marooned on Ceti Alpha V after Khan hijacks the ship during his attempt to obtain the Genesis Device in 2285.

FIRST SEEN: 'Tomorrow Is Yesterday' (TOS)



▲ Lt. Kyle's main role aboard the original *U.S.S. ENTERPRISE* is as chief transporter operator. However, he is trained to serve various other functions, making him a valued crew member. Kyle can also be seen helping out in Engineering and on the bridge.

DEVELOPING ROLE

★ Helmsman

Lt. Kyle can fulfill bridge duties when required. He is fluent in many of the operations, including helm, and is adept at using the computers at the sciences position.



★ Transporter chief

Kyle normally wears the red top of the Engineering department, but he sometimes dons a red jumpsuit with black undershirt.

★ Hospitality

As transporter chief, Kyle is usually the first person to be seen by any new arrival aboard the *U.S.S. ENTERPRISE*. It is vital that he makes a good impression on all visitors.



OTHER CARDS IN THIS FILE...

6 MONTGOMERY SCOTT

SEE OTHER FILES...

U.S.S. ENTERPRISE.....File 20

ALTERNATE UNIVERSE

VESSELS.....File 41

STAR TREK:

The Original SeriesFile 68



Lieutenant Kyle



★ Food access

Mr. Kyle can offer food or drink to any new arrivals in the transporter room.

main computers to calculate how many hours the *U.S.S. Enterprise* can hold out against the pull being generated by the powerful planet-based computer **Vaal** on **Gamma Trianguli VI**. Before returning to his helm position, Kyle reports that the *Enterprise* can hold out only for another 16 hours.

In emergency situations, Kyle maintains a professional and unemotional composure. In 2267, when a 20th-century Air Force security guard is accidentally beamed up to the *Enterprise*, he shows concern for the guard's mental wellbeing, and offers him food. But, unlike many of his crewmates, Kyle does not seem to appreciate the humor in the guard's confusion. Later, during this

same incident, Kyle demonstrates his cool head during an emergency beamout of Captain Kirk from the 20th-century military post.

Later that same year, Mr. Kyle shows that he is not completely devoid of emotion. During the **planet killer** crisis, when he must put his trust in a malfunctioning transporter to retrieve the captain, Kyle uses a bit of body language in an emotional attempt to will the system to work properly. And he shows his obvious delight when the captain safely beams back aboard the *Enterprise*.

In the transporter room

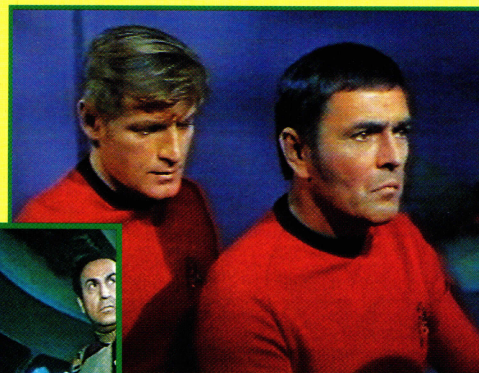
Mr. Kyle is normally found behind the transporter room control station; he works the left or right position, depending on the situation. Kyle often makes the necessary adjustments for transportation while the gathering senior officers make the important

"Something is interfering with the transporter signal. I have her coordinates, but she is suspended in transit."

— Transporter technician Lt. Kyle

★ Experience

Scotty's experience and superior technical knowledge means he sometimes has to take over from Mr. Kyle when problems arise.



★ Promotion

By 2285, Mr. Kyle has been promoted to commander and serves aboard the *U.S.S. Reliant* as communications officer.

command decisions around him.

In 2267, when the *U.S.S. Enterprise* encounters the **S.S. Botany Bay**, Kyle checks and observes settings while a senior officer adjusts coordinates and other parameters. If the senior officer cannot initiate the actual beaming down process because he is transporting down himself, or for any other reason, Kyle is more than capable of doing the job.

Using controls on the transporter control board, Kyle opens and closes communications channels. If a channel is open, he can home in on the signal sent by a personal communicator and beam up the person holding it. Another vital part of Kyle's duties as transporter chief is to report all transporter malfunctions to the bridge.

position of helm. However, because both Mr. Spock and **Chekov** are unavailable, when the ship goes to condition red he must hurry to the library computer station and cover that position. This again shows how Mr. Kyle is a versatile player who can be trusted in many key roles.

While on the bridge during this period, Kyle continues to wear the red uniform top of Engineering. By the following year, his hair is combed down rather than swept back, and his gold uniform top suggests that during this period he has transferred from Engineering to the command section. Temporarily at least, he has given up his desire to be an engineer, perhaps with the intention of working toward a captaincy.

By 2269, however, Mr. Kyle is back in his red uniform shirt and is running the transporter. Either he has reconsidered his role in command, or he is willing to work in whatever role is best suited to the needs of his particular posting.

By 2285, Kyle is posted to a new ship. He has been promoted to commander and is serving aboard the ***U.S.S. Reliant NCC-1864***. His chief function is as communications officer, but his experience aboard the *U.S.S. Enterprise* suggests that he could offer his highly valued skills almost anywhere on the ship. Also, by this time, Kyle has changed his appearance slightly with the addition of a distinguishing goatee and mustache.

MIRROR UNIVERSE

Same role

Even in the mirror universe, Mr. Kyle is a transporter officer, but in this reality the job carries added hazards. When the mirror Kyle is not able to compensate for the power fluctuation during an ion storm, Mr. Spock uses an agonizer on him, and this is before the first officer knows that the four crew members Kyle has transported aboard are not his captain and crewmates, but their primary universe counterparts.

In general, Mr. Kyle's personality and role in the mirror universe seem similar to the primary universe. When on duty aboard the *I.S.S. Enterprise*, the transporter chief wears the familiar red jumpsuit. The main discernible difference in his role is that he must greet personnel with a Nazi-style salute.



▲ Military organization

On the *I.S.S. ENTERPRISE*, the mirror Mr. Kyle is surrounded by the symbols of the Terran Empire he serves.

Ligonian Weapons

The Ligonians are a ritualistic and honor-bound race who take fighting seriously; lost honor can often be restored through combat. Their weapons, designed for hand-to-hand encounters, reflect their fighting nature.

The Ligonians are not the most technologically sophisticated race in the Galaxy, but they are a highly structured, exceedingly proud, and ritualistic society; they believe their version of civilized behavior is superior to that of most other races. They even believe that their technology is best suited to their own needs; Ligonians insist on using their own form of **transporter** when traveling. It is not surprising, then, that the Ligonians have developed a series of ritualistic weapons for use in the hand-to-hand combat by which they gain, or restore, their highly-valued honor.

The Ligonians hold a high regard for patience; they will wait until the time is right before they take action in a particular situation, so structured duels are the favored response to an insult, rather than immediate retaliation that might be favored by such races as the

Klingons. Personal combat often takes place when a challenge is thrown down in an attempt to restore any loss of face, or to regain a possession or mate.

Men and women of **Ligon II** are skilled fighters, trained to use their sophisticated arsenal of weapons. Traditionally, the actual fight will be to the death; everything about the Ligonians is about achieving recognition for being daring and bold. The fights often take place in public, and are watched by enthusiastic crowds.

Weapons of death

The weapons used by the Ligonians vary in size, the danger they pose, and the skills needed to use them effectively. The people of Ligon II like to display their weapons in plain sight so that visitors to their homes can see that they are not to be taken lightly. This can



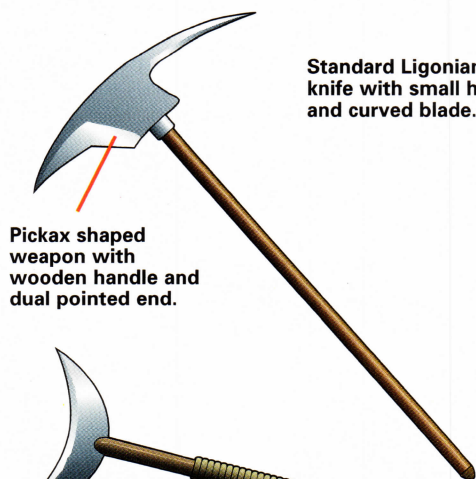
The Ligonians' ritual weapons are displayed prominently, where visitors are sure to notice them. The Ligonians are always ready for a fight, although the weapons are as symbolic as they are practical.

be confusing to visitors, and can appear as a slightly aggressive gesture, but is more intended to display status than hostility.

Styles and designs

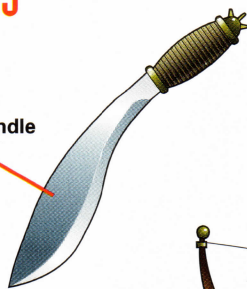
Ligonian weapons are most commonly bladed. One exception is the **glavin**, a spiked, poisonous glove. This weapon is one of the most common, and can be used for regaining lost honor in a Ligonian fighting arena. Ligonian swords are much the same as those developed by many cultures throughout the Galaxy, and is particularly similar to the Japanese Samurai sword of Earth. A firing weapon, resembling a crossbow, also exists. The Ligonians use at least three long-handled weapons. One is of similar shape to a pickax, with a handle and sharp double-ended tip; the other two resemble spears with several deadly blades or points.

HAND-TO-HAND WEAPONS

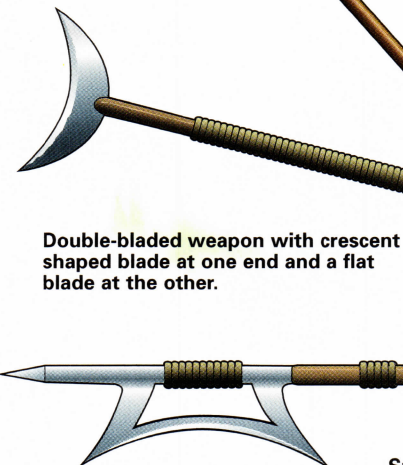
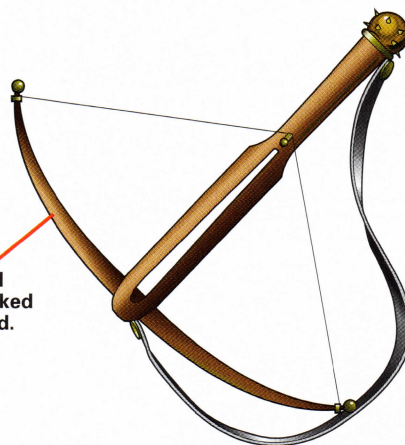


Pickax shaped weapon with wooden handle and dual pointed end.

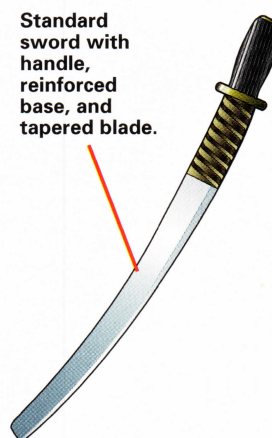
Standard Ligonian knife with small handle and curved blade.



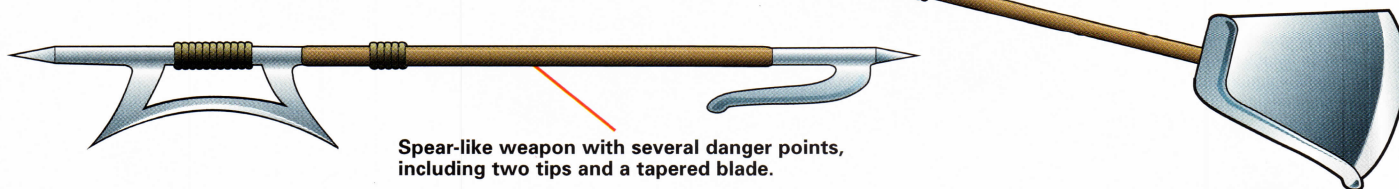
Crossbow and strap with spiked ball at one end.



Double-bladed weapon with crescent shaped blade at one end and a flat blade at the other.



Standard sword with handle, reinforced base, and tapered blade.



Spear-like weapon with several danger points, including two tips and a tapered blade.

Small and deadly A collection of standard weapons are used in traditional Ligonian ritual combat; all are extremely deadly in the right hands, and some have poisoned tips, adding to their potential danger. The blood of past victims is often left on the weapons as a reminder of their deadliness.

Ligonian Weapons



▲ The Ligonian weapons are described by Data and La Forge as light, durable, flexible, and poisonous. Some still have blood on them from previous fights.



▲ Male Ligonians bring in a choice of several different sized glavins for Tasha Yar's fight with Yareena. She must choose one that fits her.



▲ The tips of the glavin's many spines are treated with a deadly alkaloid-based poison that will kill almost instantly. The wearer's wrist is protected.



▲ Once Yareena is fitted with the glavin, she is ready to do battle with Tasha Yar. Yareena mistakenly believes that Yar is in love with her First One, Lutan, and that she must win back his love.



▲ The deadly properties of the glavin are displayed when, during the contest, an innocent bystander is accidentally touched by the tips. The poison kills him within seconds.



▲ Yar wins her battle with Yareena, but she has no wish to kill her. The Ligonian is beamed aboard the U.S.S. ENTERPRISE to receive medical aid from Dr. Crusher. She dies, but is successfully resuscitated.

THE GLAVIN



The fighter's wrist area is protected by a leather gauntlet.

The tips of the glavin are highly poisonous. One touch can kill a person within seconds.

Attached to the end of the glavin is a menacing sharp spike. This can also kill or injure.

Fist of death The glavin is a deadly fighting weapon used in ritual combat on Ligon II. It is worn on the hand of the fighter, and swung at their opponent. If the smaller, poisonous spikes catch the combatant, they will die soon after. The large, metallic spike can also be used to cause death or injury.



FILE 69 STAR TREK: THE NEXT GENERATION

'The Arsenal of Freedom'

The *U.S.S. Drake* has disappeared in the vicinity of Minos, a planet on which all intelligent life has disappeared. The *U.S.S. Enterprise NCC-1701-D* is sent to investigate, but the crew soon find themselves in danger from the deadly weapons that made the planet infamous.

CAPTAIN'S LOG

STARDATE 41798.2

"We have been ordered by Starfleet to proceed to the Lorenze Cluster and investigate the disappearance of a light cruiser, *U.S.S. DRAKE*, which was in that system trying to unravel a mystery of its own ..."

The *U.S.S. Enterprise NCC-1701-D* enters standard orbit around **Minos**, a planet that gained notoriety by dealing arms during the **Erselrope wars**. The ship's sensors detect no sign of intelligent life, but they do trigger an old prerecorded message, describing the planet as "**The Arsenal Of Freedom**".

Riker, **Data**, and **Tasha Yar** beam down to Minos and begin a search for the crew of the missing *U.S.S. Drake*. Riker comes face to face with the ship's captain, **Paul Rice**, but soon realizes that he is conversing with a holographic illusion. 'Rice' disappears, to be replaced by a mechanical object that hovers in the air. The object fires at Riker, encasing him in an energy field that blocks transport.

Beaming into trouble

When **Captain Picard** and **Beverly Crusher** beam down to assess the situation, they are fired at, and fall into a deep cavern while trying to escape. Beverly is badly injured, and Picard finds himself unable to establish contact with the bridge.

Data and Tasha destroy the weapon that has entrapped Riker and free him. Another weapon fires at the *Enterprise* from the port bow; as the heavy fire continues, **Geordi La Forge** decides to separate the ship.

Picard finds a viewscreen; when switched on, the Minosian peddler reappears, extolling the virtues of **Echo Papa 607**, the ultimate in weapons technology. The away team have been attacked by the 607 as a demonstration of its near-invincible power. The captain realizes that the Minosians were wiped out by their own terrible creation.

As the 607 begins another assault, Picard convinces the salesman that he is interested in purchasing this deadly weapon, and that no further demonstration is necessary. Picard is able to re-establish contact with the *Enterprise*. The ship is still under attack but, by heading into Minos' atmosphere, La Forge brings out the weapon's vapor trail, allowing the ship's phasers to destroy it. The away team are beamed back on board, and a rendezvous with the saucer section gets underway.

ON SCREEN...



1 A *U.S.S. ENTERPRISE* away team beam down to Minos to search for the missing crew of the *U.S.S. DRAKE*.



2 The away team are attacked by a number of Minosian weapons, including a forcefield that traps Commander Riker.



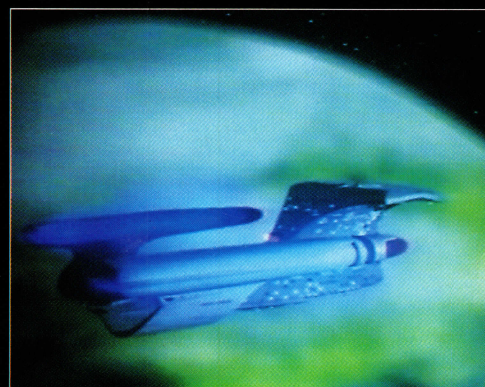
3 Captain Picard and Dr. Crusher are attacked by yet another weapon. They fall down a cavern; Beverly is badly injured, and they are unable to contact the others.



4 The *ENTERPRISE* is separated to protect the civilians aboard. Chief Engineer Logan takes the saucer to STARBASE 103 while Geordi returns the battle section to Minos.



5 Picard finds more remnants of Minosian technology. Realizing there is no other way out, he pretends that he is willing to buy the demonstrated weapons.



6 Once Picard has convinced the sales program that he is interested in the weapons, the away team are free to go, and the *ENTERPRISE* is allowed to leave orbit.

STARSHIP FACTS

Will Riker, who attended Starfleet Academy with Paul Rice, was offered the chance to captain the *U.S.S. Drake*, but turned it down.

'Skin of Evil'

Tragedy strikes an away team from the *U.S.S. Enterprise NCC-1701-D* when Security Chief **Natasha Yar** is killed during a rescue mission by an entity of pure evil, leaving her friends to mourn the loss of a valued colleague.

The *U.S.S. Enterprise NCC-1701-D* picks up an emergency transmission from **Counselor Deanna Troi** and **Lt. Ben Prieto**; their shuttlecraft is in trouble and is falling toward **Vagra II**. **Worf** locates the shuttle on the planet, but it is surrounded by an energy field that prevents evacuation. **Riker**, **Dr. Crusher**, **Tasha Yar**, and **Data** beam down and locate the craft, but their path is blocked by an oily, black entity. **Armus**, a humanoid shape, emerges from the dark mass and kills Tasha with a blast of energy; she is rushed to sickbay, but Crusher is unable to revive her. Picard instructs the senior crew to delay their grieving until Troi and Prieto are safely back on the *Enterprise*.

Still in danger

The away team returns to Vagra II. After toying with the **Starfleet** officers, Armus assures Riker that Troi and Prieto are still alive. Crusher is allowed to communicate with Deanna, who senses that, despite deriving pleasure from Yar's senseless death, Armus feels great pain, anger and loneliness. This dank, vile 'second skin' was formed when the people of Vagra II found a means of releasing all that was evil and ugly within themselves. It was then abandoned.

The energy field around the shuttlecraft seems to lessen whenever Troi converses with Armus. Picard decides to visit Vagra II to investigate further; upon his arrival, Armus offers to release the shuttlecraft and the away team in exchange for transport off the planet. Picard insists on seeing his people before agreeing to any deal.

Armus's energy seems to decrease whenever it feels anger or hatred, so Picard taunts it. The forcefield around the shuttle begins to evaporate and the Starfleet officers are beamed away; the shuttlecraft is destroyed to prevent Armus from leaving.

Picard leads a memorial service for Tasha. Knowing her duties might lead to a sudden death, Tasha once recorded a holographic message, allowing her to bid farewell to her friends and colleagues. She says she hopes to live on in their memories.

CAPTAIN'S LOG

STARDATE 41601.3

"We are crossing through the Zed Lapis Sector, where we will rendezvous with SHUTTLECRAFT 13, carrying Deanna Troi, who is returning from a conference. Because engineering is involved in preventative maintenance on our dilithium crystals, we are presently traveling on impulse power."

ON SCREEN...



1 The *U.S.S. ENTERPRISE* receives an emergency, audio only communication from Troi and Prieto. Their shuttlecraft has suffered a sudden, inexplicable onboard systems failure and is about to crash.



2 An away team from the *ENTERPRISE* beam down to search for the missing SHUTTLECRAFT 13 and its crew. The shuttle has crashed on the surface of Vagra II, a desolate planet.



3 The away team quickly locate the shuttle, but when they try to approach it their path is blocked by an oil slick from which a humanoid form emerges.



4 The creature, named Armus, fires at Tasha. Captain Picard immediately recalls the away team to the *ENTERPRISE*, but it is too late to save her.



5 Picard beams down to the planet to confront Armus. As he angers the creature, its power diminishes and Worf is able to beam his colleagues to safety.



6 Tasha recorded a holographic message in anticipation of dying in the line of duty. Her friends and colleagues gather round for a touching memorial service.

STARSHIP FACTS

A In order to quickly restore the warp drive, assistant chief engineer Leland T. Lynch has to manually realign the *U.S.S. Enterprise's* dilithium crystals.